

## 1 Introduction

Following are the combat rules for the Kaldor in Flames campaign. When players describe their character's actions, they may specify in square brackets [] the game mechanics options described below but the GM will still handle all die rolls and options available. If the player doesn't specify an option, the GM will use best guess for the rule to apply.

### 1.1 Player Characters

are unique individuals, each operated by a single player. PCs are defined in *Hårnmaster* and generated by the *Hårnmaster* character generation system. (BattleLust, 48)

### 1.2 Non-Player Characters

are also unique individuals. Except for the fact that they are operated by the Gamemaster instead of a player, NPCs are similar to PCs. (BattleLust, 48)

### 1.3 Generic Characters

are designed to be used in various situations, thrown away and re-used as needed. They appear in *Hårnmaster* as *Bestiary Entries* and in *BattleLust* as standard (generic) troop types. Generic characters should be usable in either game without modification. That is, a *BattleLust* GC roster card contains enough information for the character to fight against *Hårnmaster* characters and a *Hårnmaster* *Bestiary* creature can be brought easily into a *BattleLust* battle, using *END* as *PHY* and *MOV* as *SPD*. (BattleLust, 48)

## 2 Combat Sequence

Combat is resolved in a series of *ROUNDS*. During each Round, each character has a *TURN*. In his turn, a character selects and executes one *ACTION OPTION*. When a character's Action Option is resolved, his Turn is over and it is the next character's Turn. When all characters have had Turns, the Round is over.

The sequence of Turns is determined by *INITIATIVE*. The character with the highest Initiative has the first turn in each round, and so on. If two characters have

the same initiative, the tie is broken (for the duration of the combat) by a die roll. (*Hårnmaster*, Combat 3)

## 3 Morale States

Test only NPCs – it is assumed that PCs will do whatever their player want them to do. (*Hårnmaster*, Combat 19)

## 4 Action Options

### 4.1 Rest

This option is not available to a character inside an enemy *REACTION* Zone. Character does nothing except possibly sit or lie down. Resting characters recover fatigue points equal to *FRR* (one sixth Endurance) per minute. (*Hårnmaster*, Combat 5)

### 4.2 Pass

This option is available only to engaged characters. The character forfeits his/her turn. The passing character does not recover fatigue, but may defend normally if attacked. (*Hårnmaster*, Combat 5) This option is used for any engaged character when their action hasn't been specified in a reasonable amount of time. (e.g. when the majority of other players have specified their character's actions.)

### 4.3 Free Move

This option is available only to unengaged characters. The character selects a movement rate (crawl, walk, run)...and moves the appropriate multiple of *Mobility EML*. (*Hårnmaster*, Combat 5)

| MOVEMENT       |               |         |
|----------------|---------------|---------|
| Body Type/Rate | Distance (ft) | Fatigue |
| Crawl          | ½ Mobility    | -       |
| Walk           | Mobility      | -       |
| Run            | 2 x Mobility  | FR      |

### 4.4 Engage

.This option available only to unengaged characters. A move to enter an enemy engagement zone. The Turn terminates immediately an enemy Engagement Zone is entered. The maximum length of an engage move is ½ *Mobility EML*. (*Hårnmaster*, Combat 5)

## 4.5 Disengage

Option available only to engaged Characters. The character moves one hex out of all enemy ENGAGEMENT ZONES, then up to ½ Mobility EML feet. The Turn ends immediately an enemy Engagement Zone is entered. (Hårnmaster, Combat 5)

## 4.6 Rise

Available only to a conscious, prone character. When a character stumbles (falls prone) a Rise option must be used to get up. A Rise is automatically successful unless that character is forcibly held down, seriously injured, or otherwise impeded. The GM may require a test of Agility or Strength to resolve a Rise option under difficult circumstances. (Hårnmaster, Combat 5)

## 4.7 Grope

Any action taken which requires manual dexterity, but is not an attack. For example, an attempt to draw or change weapons, string a bow, dispatch an unconscious person, or retrieve an item from the ground is a Grope. Normally, a Grope automatically succeeds, but the GM may require a Dexterity test (Fumble / Grope) if the grope is difficult. (Hårnmaster, Combat 6)

## 4.8 Mount / Dismount

The option used to mount / dismount a steed in combat is resolved by testing Riding Skill. With CS/MS the effort is successful. (Hårnmaster, Combat 6)

## 4.9 Grapple Attack (TBD)

An engaged character may (if possible) move one hex before attempting a Grapple. The target may be any single engaged enemy. Any attempt to grapple, hold or wrestle with an engaged opponent is resolved with the Grapple sub-sequence (Combat 17). A character who has a hold at the beginning of a turn must select the Grapple option. Grappling always puts both contestants in Close Mode. (Hårnmaster, Combat 6)

## 4.10 Press

This option is available only to engaged characters. It is an attempt to push an opponent while maintaining a reasonable defensive posture with (any) weapon(s). The attacker simply pushes. Press (or Counterpress)

ML is 5xSTR (subject to physical Penalty. Pressing always puts both contestants in Close Mode. (Hårnmaster, Combat 6)

## 4.11 Melee Attack

A character may move one hex before making a Melee Attack. A melee attack is an effort to strike an enemy with a melee weapon; it may be made against any single engaged opponent. (Hårnmaster, Combat 6) [See 4 below]

## 4.12 Missile Attack

This option is only available to characters equipped with missile weapons (which include just about any item that can be thrown.

Unprepared missile weapons (unstrung bows, etc.) must be prepared by means of a Grope (Combat 5) and cannot be used until the next turn. (Hårnmaster, Combat 6) [See 5 below]

## 4.13 Esoteric Option

This option is available to characters capable of using magic or psionics or to those who wish to call for divine intervention. An esoteric option may not (at GM discretion) be available to engaged characters. If a spell takes more than ten seconds to cast, it must be readied over two or more Turns. (Hårnmaster, Combat 6)

## 5 Melee Attack Sequence

### 5.1 Attack Declaration

#### 5.1.1 Target

#### 5.1.2 Attack Weapon

**Default:** If no attack weapon is declared, the attacker is assumed to be using whatever weapon is in his / her primary hand. (Hårnmaster, Combat 7)

#### 5.1.3 Weapon Aspect

**Default:** If no declaration is made, it is assumed that s/he is using whichever aspect has the highest impact rating. (Hårnmaster, Combat 7)

## 5.1.4 Aiming Zone

*Default: If no aiming zone declaration is made, the attacker is assumed to be aiming for the defender's Mid zone. (Hårnmaster, Combat 7)*

## 5.2 Defense Declaration

### 5.2.1 Block

*Default: If no blocking weapon is declared, the defender is assumed to use a shield; if none are available, the weapon in the secondary hand. (Hårnmaster, Combat 7)*

### 5.2.2 Counterattack

### 5.2.3 Dodge

*The defender tests effective Dodge (Dodge ML minus Physical Penalty). Acrobatics (if its ML is higher) may be used instead of Dodge. (Hårnmaster, Combat 7)*

### 5.2.4 Grapple

*The defender tests Unarmed Combat EML, and if s/he gains a hold on the attacker, s/he may exploit immediately as a Tactical Advantage. (Hårnmaster, Combat 7)*

### 5.2.5 Counterpress

*Available only in response to Press or Grapple. The defender simply pushes back. (Test 5xSTR minus Physical Penalty.) (Hårnmaster, Combat 7)*

### 5.2.6 Missile Defense

### 5.2.7 Esoteric Defense

### 5.2.8 Ignore

## 5.3 Skill Tests

### 5.3.1 Physical Penalty

### 5.3.2 Special Penalty

### 5.3.3 Aiming Modifier

### 5.3.4 Weapon Comparison

### 5.3.5 Prone Modifier

*A character who is attacking or being attacked by a prone enemy increases EML by 20. (Hårnmaster, Combat 8)*

### 5.3.6 Outnumbering Modifier

## 5.4 Attack Resolution

### 5.4.1 ● Stand-Off / Miss

### 5.4.2 ◆ Block

*If the weapon damage rule is in effect, proceed to Weapon Damage (Combat 20). If a character's weapon fails, his / her opponent gains a Tactical Advantage, otherwise the Turn Ends. (Hårnmaster, Combat 9)*

- *When weapon strikes weapon, the weapon with the lower Weapon Quality (WQ) must check for damage first. If both weapons have equal WQ, the Attacker checks first. The other weapon checks only if the first weapon is undamaged. (Hårnmaster, Combat 20)*

### 5.4.3 Fumble

*The attacker (AF), defender (DF) or both (BF) make Fumble Roll(s) for the declared attacking / defending weapon. If one character fumbles, the other gains a Tactical Advantage. Otherwise the turn ends. (Hårnmaster, Combat 9)*

## 5.4.4 Stumble

The attacker (AS), defender (DS) or both (BS) make Stumble Roll(s). If one character stumbles, the other gains a Tactical Advantage. Otherwise the turn ends. (Hårnmaster, Combat 9)

## 5.4.5 Tactical Advantage

The attacker (ATA) or defender (DTA) has gained Tactical Advantage (extra turn), and may immediately select and execute a bonus Action Option. If this is the second TA generated in this Turn, the turn ends. (Hårnmaster, Combat 9)

## 5.4.6 🖐️ Hold

The attacker (A🖐️) or defender (D🖐️) or both (B🖐️) has gained a hold by grappling. (Hårnmaster, Combat 9)

## 5.4.7 ★ Strike

The attacker (A★) or defender (D★) or both (B★) strikes with the declared weapon and aspect. The number after the star (★) is the number of d6 that are rolled to determine strike impact – proceed to Strike Resolution. (Hårnmaster, Combat 9)

## 5.5 Strike Delivery

### 5.5.1 Strike Location

### 5.5.2 Strike Impact

Determine impact by rolling the number of d6 indicated on the combat matrix and adding the striking weapon's intrinsic impact value (which depends on strike aspect). (Hårnmaster, Combat 10)

### 5.5.3 Effective Impact

It is determined by subtracting applicable armour protection value from Strike Impact. (Hårnmaster, Combat 10)

### 5.5.4 Injury Effect Determination

#### 5.5.4.1 Amputation

Roll the indicated number of d6 (A4 means roll 4d6). If the result exceeds one tenth the victim's weight, the part is severed. If amputation occurs in a non-lethal area, make an E5 shock roll and increase bleeding by

one level. If amputation does not occur, make an E4 shock roll. (Hårnmaster, Glossdex 2)

#### 5.5.4.2 Bleeding Wound

Without treatment, the victim accumulates the indicated number of Bloodloss Points (BPs) each turn.

- If total BPs exceed Endurance, the victim enters shock and falls unconscious and continues bleeding.
- When total BPs exceed double Endurance, the victim dies.

. (Hårnmaster, Combat 10)

#### 5.5.4.3 Shock Roll

A shock roll is a CONDITION test resolved with the Shock Roll table.... An unconscious character tests CONDITION (subject to Physical Penalty) on each subsequent turn.... An attempt to regain consciousness is resolved with the Consciousness Recovery Table. (Hårnmaster, Glossdex 36)

#### 5.5.4.4 Fumble Roll

The normal Target Level for a fumble (or grope) roll is 5 x Dexterity. This TL is subject to Physical Penalty and may be modified by difficult circumstances at GM discretion. (Hårnmaster, Glossdex 17)

#### 5.5.4.5 Instant Kill

Roll the indicated number of d6 (K3 = roll 3d6). Death occurs if the roll exceeds Endurance.

If victim survives, make a shock roll 1 level higher. E.g. a character surviving a K3 roll makes an E4 shock roll. (Hårnmaster, Glossdex 22)

#### 5.5.4.6 Stumble Roll

The target level for a stumble roll is Dodge EML...subject to Physical Penalty. (Hårnmaster, Glossdex 40)

## 6 Missile Sequence

### 6.1 Attack Declaration

- The missile-caster (attacker) declares the missile **Weapon** with which the attack will be made. (Hårnmaster, Combat 11)

- The attacker declares the **Target** at which the missile will be aimed. (Hårnmaster, Combat 11)
- GM determines the **Type** of missile attack. (Hårnmaster, Combat 11)
- The attacker declares the **Aiming Point** at which the missile is aimed; it must be within range of the missile weapon and in line of sight. (Hårnmaster, Combat 11)

## 6.2 EML Calculation

The base ML for firing a missile is the applicable weapon skill. Any thrown item that does not have a specific weapon skill uses Throwing. (Hårnmaster, Combat 11)

## 6.3 Attacker Skill Roll

The attacker tests the calculated EML to determine where the missile is targeted (the missile may land somewhere else.) Missile targeting may deviate from the aiming point according to the attacker's success level and several other factors. (Hårnmaster, Combat 12)

## 6.4 Passive Cover

If the GM feels all or part of the target is obscured by obstruction(s), the Passive Cover Guide may be used to determine if the missile strikes the intervening object. (Hårnmaster, Combat 13).

## 6.5 Missile Block

If the target has object which might intercept the missile, then the missile strikes the targeted zone. Otherwise the target's weapon, shield (or other object) may block the missile by chance or design. (Hårnmaster, Combat 13)

## 6.6 Strike Delivery

### 6.6.1 Aspect Determination

When required, aspect striking may be determined with the Missile Strike Aspect Table. (Hårnmaster, Combat 13).

### 6.6.2 Impact Determination

Missile impact is determined by rolling 2d6 plus the missile's impact rating (from Missile Range Table).

Armour Protective value(s) are applied (as for a melee weapon strike) to determine effective Impact. (Hårnmaster, Combat 13)

## 6.6.3 Injury Determination

See 5.4 above.

## 7 Advanced Combat Options

Many of the Advanced Combat Options will be considered for use once the basic combat system becomes familiar and as long as it doesn't bog the game down too much.

## 8 Glossary

**Mobility [MOB]:** A character's running / walking speed. The skill base is the average of Agl, Spd, Spd and the OML is SB5. Mobility is subject to PHYSICAL PENALTY. (Hårnmaster, Glossdex 27)

**Hex:** [These rules] assume a 25mm hex grid is being used, if playing without a hex grid, simply read all references to "hexes" as units of five game feet. (Hårnmaster, Combat 1)

**Round:** (Combat Round) a ten second period during which all characters take turns. The ten seconds is only an average and/or approximation. Some Rounds take longer, some take less. (Hårnmaster, Glossdex 35)

## 9 Bibliography

- Crosby, N. Robin (1998) "Hårnmaster Gold: Player Edition". Blaine, WA: Columbia Games, Inc.
- Crosby, N. Robin, et. al. (1992) "BattleLust: Medieval Battle System". Blaine, WA: Columbia Games, Inc.